

Set Name Query  
side by side

DB=USPT,PGPB,JPAB,EPAB,DWPI,TDBD; PLUR=YES; OP=ADJ

Hit Count Set Name  
result set

|            |  |     |            |
|------------|--|-----|------------|
| <u>L22</u> | ((overdraw\$ or redender\$) near7 edge)                          | 3   | <u>L22</u> |
| <u>L21</u> | L20 and (anti\$alias\$ near2 line)                               | 1   | <u>L21</u> |
| <u>L20</u> | (silhouette near7 edge) and (sharp near edge)                    | 26  | <u>L20</u> |
| <u>L19</u> | L17 and (polygon or primitive) and mesh                          | 2   | <u>L19</u> |
| <u>L18</u> | L17 and ((polygon or primitive) near7 mesh)                      | 2   | <u>L18</u> |
| <u>L17</u> | ((determin\$ or detect\$) near9 (edge near discontinu\$))        | 67  | <u>L17</u> |
| <u>L16</u> | L8 and ((determin\$ or detect\$) near9 (edge near discontinu\$)) | 2   | <u>L16</u> |
| <u>L15</u> | L13 and alias\$ and antialias\$                                  | 3   | <u>L15</u> |
| <u>L14</u> | L13 and discontinuity near5 edge                                 | 1   | <u>L14</u> |
| <u>L13</u> | L8 and (((identif\$ or detect\$) near9 edge) same silhouette)    | 10  | <u>L13</u> |
| <u>L12</u> | L11 and silhouette near7 edge                                    | 1   | <u>L12</u> |
| <u>L11</u> | L10 and ((edge near5 detect\$) same discontinu\$)                | 12  | <u>L11</u> |
| <u>L10</u> | L9   | 331 | <u>L10</u> |
| <u>L9</u>  | L8 and (render\$ near9 (imag\$ or object))                       | 331 | <u>L9</u>  |
| <u>L8</u>  | ((polygon or primitive) near7 mesh)                              | 703 | <u>L8</u>  |
| <u>L7</u>  | (overdraw\$ same (anti\$alias\$ near line))                      | 1   | <u>L7</u>  |
| <u>L6</u>  | L3 and overdraw\$  | 1   | <u>L6</u>  |
| <u>L5</u>  | L3 and (anti\$alias\$ near line)                                 | 1   | <u>L5</u>  |
| <u>L4</u>  | L3 and (overdraw\$ same (anti\$alias\$ near line))               | 1   | <u>L4</u>  |
| <u>L3</u>  | L2 and (alias\$ near7 (imag\$ or object))                        | 24  | <u>L3</u>  |
| <u>L2</u>  | (((polygon or primitive) near7 mesh) same render\$)              | 175 | <u>L2</u>  |
| <u>L1</u>  | (((polygon or primitive) near7 mesh) same render)                | 42  | <u>L1</u>  |

END OF SEARCH HISTORY